What is claimed is:

1. A client-server system wherein the server comprises memory means for storing games data and encryption means for encrypting said games data in accordance with one or more pre-determined operational parameters, and transmission means for transmitting the encrypted games data to a client terminal, and wherein the client terminal comprises memory means for storing the received encrypted games data, processor means for executing the encrypted games data to provide an encrypted outcome, and transmission means for transmitting the encrypted outcome to the server.

2. A client-server system according to claim 1, wherein said operational parameters including instructions on how to encrypt the outcome of the game.

3. A client-server system according to claim 1, wherein the client terminal includes decryption means for decoding the encrypted games data.

4. A client-server system according to claim 1, wherein the user plays the game and the terminal comprises encryption means for encrypting a result to be returned to the server.

5. A client-server system according to claim 1, wherein one of said one or more operational parameters comprises a time limit for completing the game and returning a result to the server.

6. A client-server system according to claim 5, wherein if the game is not completed by the expiry of said time limit, then on expiry of said time limit a void game outcome is encrypted and returned to the server.

7. A client-server system according to claim 1, wherein if the game is reset then a null game is encrypted and returned to the server.

8. A client-server system according to claim 1, wherein the server on the basis of the encrypted outcome computes an updated result.

9. A client-server system according to claim 8, wherein the updated result is transmitted to the user.

10. A gaming device including games content comprising gaming parameters, and adapted to download content from a server, the device having a memory, and a controller, the memory storing original and/or modified games content, the controller being operable to transmit a request for participation in a server controlled games competition provided on the server, the request comprising an identifier of the required competition, the device receiving encrypted gaming parameters from the server, the controller storing said gaming parameters on said memory, the controller allowing for execution of said game and returning an encrypted outcome of the game to the server.

11. A gaming device according to claim 10, wherein the device is a handheld electronic device.

12. A gaming device according to claim 10, wherein the device includes a transceiver and the encrypted outcome is transmitted by signals over the air.

13. A server comprising memory means for storing games data and encryption means for encrypting said games data in accordance with one or more pre-determined operational parameters, and transmission means for transmitting the encrypted games data to a client terminal.

14. A computer program product on a terminal having an electronic game stored on a memory thereof, the product downloading encrypted gaming parameters of the game from a server, executing the game and sending an encrypted outcome to said server.

15. A computer program product on a server, the product enabling the application of encryption data to gaming parameters of an electronic game, and sending said encrypted gaming parameters to a terminal.

16. A client-server system wherein the server sends a game to the client, the game having associated therewith pre-determined operating parameters that are encrypted by the server, the client receives the game and the game is stored onto the client, and the client returns an outcome of the game to the server, the outcome of the game being contained in encrypted signals.

17. A method for downloading games content from a server to a client, the method comprising at the server encrypting gaming data of the games content in accordance with a predetermined criterion, transmitting the encrypted games data to the client, and transmitting an encrypted result indicative of the outcome of gameplay at the client from the client to the server.